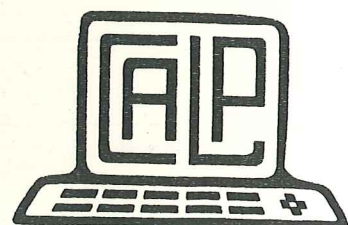


DRIVING LICENCE



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Sponsored by :

The Labour Department
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Driving Licence
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Computer
Assisted
Learning
Programme

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A I M S

1. To act as a self teach program for the written section of the Driving Licence Test.
2. To encourage the trainee to think through the correct answers for themselves, rather than being told the correct answer.
3. To offer immediate feed back on why an answer is incorrect.
4. To allow the trainee control of the pace of their learning.
5. Once mastery has been achieved, to offer a simulation of the written test situation.

A C T I V I T I E S I N V O L V E D

This program teaches and tests each of the five multiple choice Driving Licence Written Tests.

If it is run as a self - teach program :

- A HELP page is available for each question.
- Any incorrect answer is followed by immediate feedback on why it was wrong, and there is a further chance to answer the question correctly. Only when it is answered correctly does the user move on to the next question.
- At the end of the form the score of 25 out of 25 is given, with the number of tries taken. The questions needing further revision are listed.

If the program is run as a test :

- There is no HELP page available.
- Only one chance to answer each question.
- However, immediate feedback is given, suggesting why an answer is incorrect.
- At the end of the form, a score is given and the questions requiring revision are listed.
- If the score is a pass, a simple driving game is offered as a "fun reward".

R E Q U I R E M E N T S

PREPARATION / FOLLOW UP

For good readers they may be able to go directly on to this program. For not so good readers they may need to work first with a Reading Assistance tutor. (NOTE :- These written tests have a 15+ reading age so we would expect that 25% of our adult population would have some difficulty reading them.)

Follow up may take the form of specific tutoring sessions or may be just encouragement to master the questions incorrectly answered.

SUPERVISION

The supervisor generally needs to be available in case asked for help in reading a word or in working out a difficult question.

TIME

Will vary according to prior knowledge and reading ability but approximately 30 mins per form.

TECHNICAL INFORMATION

Necessary files

DRIVE1.BAC	DR1-RND	DR5-RND.DAT
DRIVE2.BAC	DR1Q	DR5Q.DAT
DRIVE3.BAS	DR1H	DR5H.DAT
DRIVE4.BAS	DR1I	DR5I.DAT
DRIVE3.BAC		
DRINTER.GX1	DPRAC files are only on the second disk.	
DRINTER.GX2		
DRCARS.GX1		
DRCARS.GX2		

Menu should CHAIN "DRIVE1.BAC"
Main Program is DRIVE2.BAC

One disk has tests 1-3 and DRIVE3.BAC is a compiled version
of DRIVE4.BAS. (Starting a car)

Other disk has tests 3-5 and DRIVE3.BAC is a compiled ver-
sion of DRIVE3.BAS. (Race game)

This disk also has the Practical Driving simulation program
DPRAC.

I N S T R U C T I O N S

At the beginning the users are asked which Form they wish to do, (1-5)? Having chosen the Form, they are then asked to make a choice between the Self - teach program and the Test program. Normally a new user would choose the Self - teach program first.

SELF-TEACH VERSION

The first question appears. Having read this, the user presses NEXT to see the possible answers.

If unsure of the answer, the user can press HELP to see the HELP page. This offers information (generally from the Road Code) which while not giving the answer specifically, gives the information necessary to make a decision. Difficult or ambiguous vocabulary may also be explained.

The user chooses an answer (A,B,C or D) and presses the appropriate letter. If correct, praise is given and the next question is presented.

If incorrect, the user is given immediate feedback and an intimation of why it was wrong is given. Once again, where possible the correct answer is not given, so that the users must still work it out for themselves.

The user then turns to the incorrectly answered question for another chance. This sequence continues until the user gets the answer correct, is praised and moves on to the next question. When all questions have been answered correctly a score sheet is offered. By the nature of the program everyone will have 25 out of 25, but they are also told how many tries they took to reach that score and are given the questions they answered incorrectly the first time and to which they therefore need to pay particular attention.

When the user gets 23+ correct first time, it is suggested they move on to the test version.

TEST VERSION

In this version the questions and answers are presented in the same way but no HELP page is available and only one chance is allowed for each question.

However if a question is answered incorrectly the user is given immediate feedback as to why it is wrong, so the test too is a learning situation.

At the end of the test the score is given and once again, they are told which questions were answered incorrectly. If it is a pass the user may choose to play a simple game keeping a car on the road (*) or, starting a car simulation.

(* NOTE :- The original version of this game was written by Tom Collett of Rotorua Lakes District High School and obtained from the Poly FREEPOOL disk.)

